

FIG. 1 is a schematic diagram of a card game table layout. The layout includes a dealer area with multiple dealer positions (Dealer 1, Dealer 2, Dealer 3, ..., Dealer n) and a player area. The dealer area includes a 'Dealers' Dealt Cards' section with columns for 'Dealer No.', 'Dealt Cards', and 'Hit'. Each dealer position has a 'WAGER' box and a set of cards (Face Up, Face Down, ..., Face Up). The player area includes a 'PLAYER'S CARDS' section with columns for 'Player(s) Hand/Dealt Cards' and 'Hit'. The player area also includes a 'Hit' box and a 'Wager' box. The layout is numbered 10, 12, 14, 16, 24, 26, 30, 32, 34, 36, 38, 40, 42, 46, 48, 50, 52, 54, 56, 58, 60, 62.

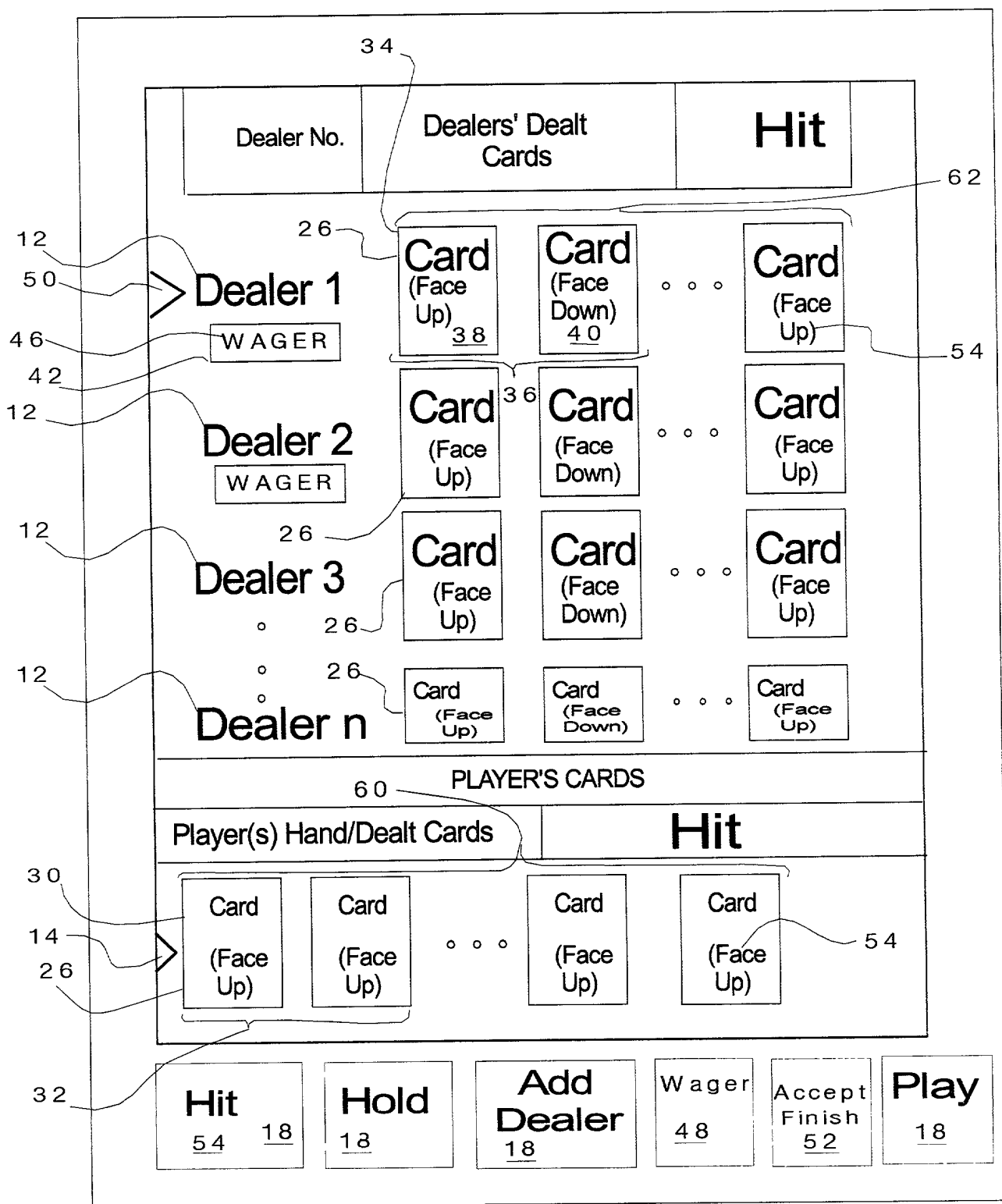
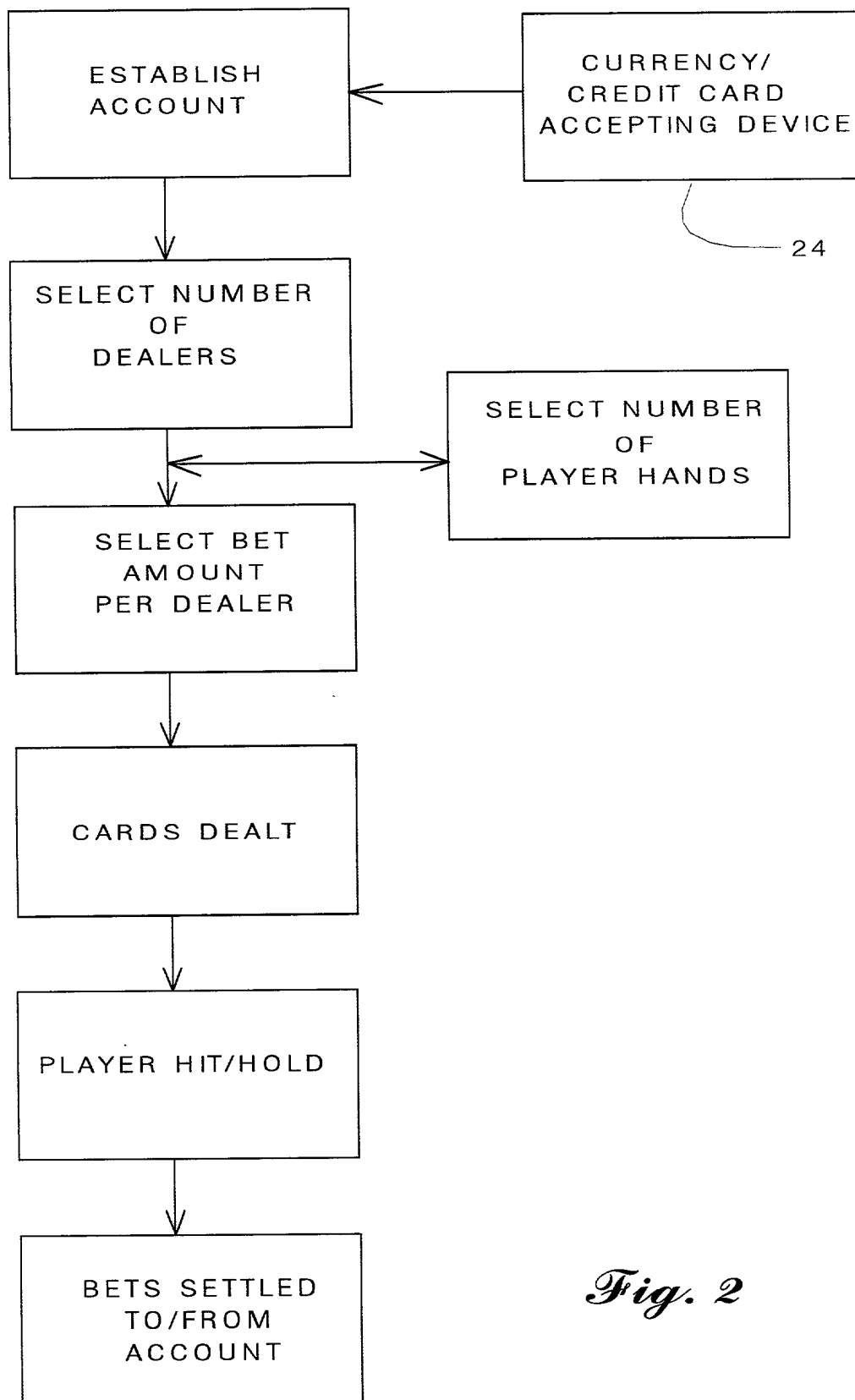
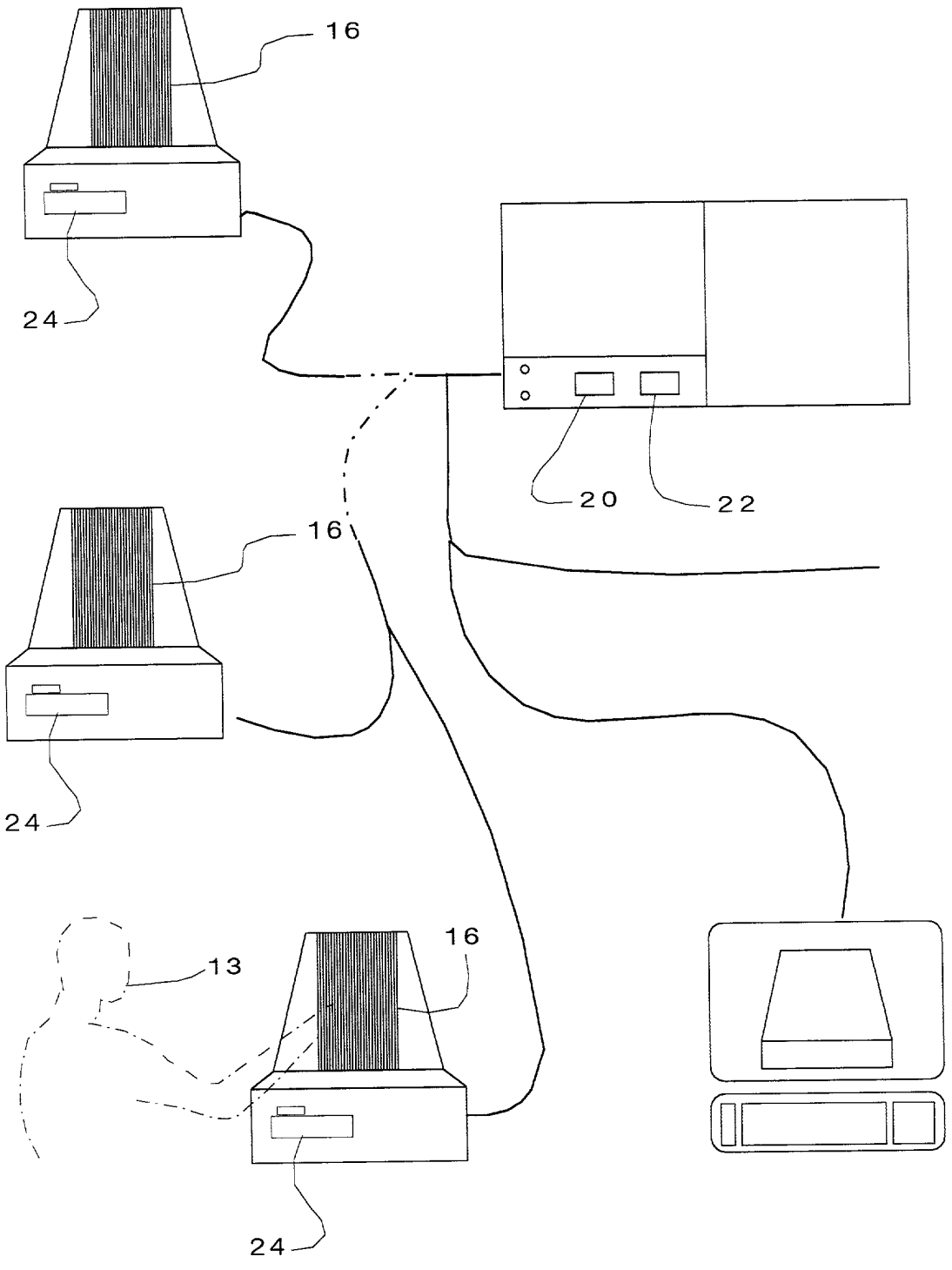


Fig. 1



*Fig. 2*

FIG. 3 is a schematic diagram of a system for providing a user with a virtual reality experience. The system includes a user 13, a head-mounted display (HMD) 16, a base unit 24, a computer system 20, and a display device 22. The HMD 16 is connected to the base unit 24, which is connected to the computer system 20. The computer system 20 is connected to the display device 22. The user 13 is shown wearing the HMD 16 and interacting with the system.



*Fig. 3*